



A: The container of a prop gadget is filled with the window's detail pen. However, this pen is also used for titlebar and menu rendering under 1.3. Under 2.0, titlebar rendering is handled separately, but menu rendering and prop gadget rendering still depend on the window detail pen.

A: Not with an Intuition string gadget. You can implement your own if you like, but it's a lot of work. The string gadget's font is the screen's font, which is set when the screen is opened, and cannot be changed after that point.

A: The new Denise will give you a new screen resolution that can be used on any monitor. This mode, called SuperHires, which is nominally 1280 pixels wide and has a maximum of two bitplanes deep. On a multisync monitor, you could also use the ECS Denise's programmable beamsync modes to give a 640 by 480 VGA type screen, but that's not usable on a 1080.

Q: I'm using GadTools to create some button gadgets. In addition to clicking on the gadget, the user can activate the gadget by hitting its associated key on the keyboard. Each of these gadgets has an underscored alphanumeric character indicating which key activates the gadget. When the user clicks the gadget, the visual image of the button gets pushed. Can I make this happen when the user hits the gadget's key?

1. Save ((struct Process*) FindTask(NULL))->pr_WindowPtr.
2. Set pr_WindowPtr to -1 (Suppress all requesters).
3. Access the disk. You should get an error without a requester for a non dos disk.
4. Check IoErr().
5. Put the value saved in step 1 back into pr_WindowPtr.

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